

## Gravewalker

*Some necromancers forgo summoning undead creatures to do their bidding. They would rather become undead to relish the satisfaction of tearing some unfortunate souls' flesh to pieces and feasting on them.*

The gravewalker is an archetype of the necromancer class.

**Diminished Spellcasting:** A gravewalker gains fewer MP than normal equal to the spell level he gains. For example, a gravewalker of 5th level would only have 6 MP excluding extra MP from Charisma bonus.

Level	Base MP	Spell Level
1 <sup>st</sup>	2	1 <sup>st</sup>
2 <sup>nd</sup>	3	1 <sup>st</sup>
3 <sup>rd</sup>	4	2 <sup>nd</sup>
4 <sup>th</sup>	5	2 <sup>nd</sup>
5 <sup>th</sup>	6	3 <sup>rd</sup>
6 <sup>th</sup>	8	3 <sup>rd</sup>
7 <sup>th</sup>	11	4 <sup>th</sup>
8 <sup>th</sup>	15	4 <sup>th</sup>
9 <sup>th</sup>	20	5 <sup>th</sup>
10 <sup>th</sup>	24	5 <sup>th</sup>
11 <sup>th</sup>	29	6 <sup>th</sup>
12 <sup>th</sup>	35	6 <sup>th</sup>
13 <sup>th</sup>	42	7 <sup>th</sup>
14 <sup>th</sup>	49	7 <sup>th</sup>
15 <sup>th</sup>	56	8 <sup>th</sup>
16 <sup>th</sup>	65	8 <sup>th</sup>
17 <sup>th</sup>	74	9 <sup>th</sup>
18 <sup>th</sup>	83	9 <sup>th</sup>
19 <sup>th</sup>	92	9 <sup>th</sup>
20 <sup>th</sup>	101	9 <sup>th</sup>

**Martial Prowess:** A gravewalker's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases gravewalker's hit dice from d6 to d8.

**Undead Form (Su):** Starting at 1st level, the gravewalker can assume the form of a specific chosen undead type. While in this undead form, the gravewalker loses his Constitution score temporarily and uses his Charisma modifier to determine temporary bonus hit points and bonus Fortitude saves instead. In addition, he gains the Undead type (which cannot be dispelled) and gains the abilities granted by the chosen undead type (see below). At 1st level, a gravewalker can assume an undead form for a number of rounds per day equal to 4 + his Charisma modifier. For each level after 1st he possesses, the gravewalker can assume an undead form for 2 additional rounds per day. Temporary increases to Charisma, such as that gained from *elvaan's splendor*, do not increase the total number of rounds that a gravewalker can assume an undead form per day. A gravewalker can assume an undead form as a swift action. The total number of rounds of undead form per day is renewed after resting for 8 hours, although these hours need not be consecutive.

A gravewalker can end his undead form as a free action, and is fatigued for 1 minute after his undead form ends. This fatigue cannot be reduced or mitigated in any way and applies even to normally fatigue-immune characters. A gravewalker can't enter a new undead form while fatigued or exhausted, but can otherwise assume an undead form multiple times per day. If a gravewalker falls unconscious, his undead form immediately ends.

The gravewalker must choose one of the three forms below. Once chosen, it cannot be changed:

*Shadow Form (Su):* While assuming this form, the gravewalker becomes Incorporeal (effectively losing his Strength score but gaining a deflection bonus to AC equal to his Charisma modifier), gains a +4 to Dexterity, and Incorporeal Touch attack that deals 1d6 points of Strength damage to a living creature. In addition, the gravewalker has a channel resistance +2.

*Skeleton Form (Su):* While assuming this form, the gravewalker gains a +2 bonus to Strength and Dexterity, two claw attacks that deal 1d4 damage, and a +2 natural armor bonus to AC. In addition, the gravewalker gains DR 5/bludgeoning, immunity to ice, and has a channel resistance +2.

*Zombie Form (Su):* While assuming this form, the gravewalker gains a +2 bonus to Strength and Dexterity, a slam attack that deals 1d6 damage, and a +2 natural armor bonus to AC. In addition, the gravewalker gains DR 5/slashing and has a channel resistance +2.

This ability replaces bone commander.

**Improved Undead Form (Su):** At 5th level, the gravewalker's undead form changes to a stronger undead type depending on which undead he chose at 1st level.

*Ghost Form (Su):* If Shadow Form was chosen, the gravewalker can enter Shadow Form or Ghost form instead. While assuming this form, the gravewalker becomes Incorporeal (effectively losing his Strength score but gaining a deflection bonus to AC equal to his Charisma modifier), gains a +4 bonus to Charisma, and an Incorporeal Touch attack that deals 1d6 points of shadow damage per two necromancer levels to a living creature, a successful Fortitude (DC 10 + half of the necromancer's level + his Charisma modifier) halves the damage. In addition, the gravewalker has a channel resistance +4 and darkvision (60 ft.).

- *Corrupting Gaze (Su):* The gravewalker has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage, a Fortitude save (DC 10 + half of the necromancer's level + his Charisma modifier) negates Charisma damage but not physical damage.
- *Frightful Moan (Su):* The gravewalker can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 10 + half of the necromancer's level + his Charisma modifier) or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same gravewalker's moan for 24 hours.

*Ghoul Form (Su):* If Zombie Form was chosen, the gravewalker can enter Zombie form or Ghoul form instead. While assuming this form, the gravewalker gains a +2 bonus to Strength and +4 bonus to Dexterity, a bite attack that deals 1d6 damage (plus disease and paralysis), two claw attacks that deal 1d6 (plus paralysis), and a +2 natural armor bonus to AC. In addition, the gravewalker has a channel resistance +2.

- *Disease (Su):* Ghoul Fever: Bite—injury; save Fort (DC 10 + half of the necromancer's level + his Charisma modifier); onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is equal to 10 + half of the necromancer's level + his Charisma modifier.
- *Paralysis (Su):* Creatures damaged by a gravewalker's natural attacks must make a successful Fortitude save (DC 10 + half of the necromancer's level + his Charisma modifier) or be paralyzed for 1 round. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

**Mummy Form (Su):** If Skeleton Form was chosen, the gravewalker can enter Skeleton form or Mummy form instead. While assuming this form, the gravewalker gains a +4 bonus to Strength and +2 bonus to Charisma, a slam attack that deals 1d8 damage (plus mummy rot), an aura called Despair, and a +4 natural armor bonus to AC. In addition, the gravewalker gains DR 5/- and has a channel resistance +4, but is vulnerable to fire.

- **Despair (Su):** All creatures within a 30-foot radius that see the gravewalker in mummy form must make a successful Will save (DC 10 + half of the necromancer's level + his Charisma modifier) or be paralyzed by fear for 1 round. Whether or not the save is successful, that creature cannot be affected again by the same gravewalker's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The gravewalker may turn this ability off as a free action.
- **Mummy Rot (Su):** Mummy Rot: curse and disease—slam; save Fort (DC 10 + half of the necromancer's level + his Charisma modifier); onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Unlike normal mummy rot, this can be cured with *Esuna*.

This ability replaces fear aura and miasma.

**Greater Undead Form (Su):** At 10th level, the gravewalker's undead form changes to a stronger undead type depending on which undead he chose at 1st level.

**Lich Form (Su):** If Skeleton Form was chosen, the gravewalker can enter Skeleton or Mummy form or Lich form instead. While assuming this form, the gravewalker gains the Lich template (<http://www.d20pfsrd.com/bestiary/monster-listings/templates/lich>).

**Spectre Form (Su):** If Shadow Form was chosen, the gravewalker can enter Shadow or Ghost form or Spectre form instead. While assuming this form, the gravewalker gains the Dread Spectre template (<http://www.d20pfsrd.com/bestiary/monster-listings/templates/dread-spectre-cr-3>).

**Vampire Form (Su):** If Zombie Form was chosen, the gravewalker can enter Zombie or Ghoul form or Vampire form instead. While assuming this form, the gravewalker gains the Vampire template (<http://www.d20pfsrd.com/bestiary/monster-listings/templates/vampire>).

This ability replaces unholy protection.

**Tireless Undead Form (Ex):** At 19th level and higher, a gravewalker no longer becomes fatigued at the end of his undead form.

This ability replaces final guide.

**Form Mastery (Su):** At 20th level, the gravewalker has master his chosen undead form. All weaknesses of his chosen undead form are eliminated and is immune to channel positive energy. In addition, once per day, the gravewalker may activate his undead form in hours instead of rounds.

This ability replaces lich transformation.